* Implement Berkeley algorithm for clock synchronization.
  + Physical clock and logical clock
  + Berkeley’s Algorithm is a clock synchronization technique used in distributed systems. The algorithm assumes that each machine node in the network either doesn’t have an accurate time source or doesn’t possess a UTC server.
  + Master node periodically pings slaves nodes and fetches clock time at them using Cristian’s algorithm.
  + Berkeley algorithm
    - Master node selected using leader election algorithm
    - Master request for time to slaves – T[i]
    - D[i]=T[i]-Tm , for every clock i of slaves
    - Average of all Time difference – Avg=avg(D[i])
    - subtract average , A[i]=Avg-D[i]
    - add , T[i]=A[i]+T[i]

or

* + - average time added to Tm and same time is broadcasted to all other slaves
  + Things to note
    - Server approaches client
    - All n systems are connected in one network
    - Characteristics
      * Centralized algorithm – main system is server ,clients are slaves